# RUNESCAPE® KINGDOMS

## KING BLACK DRAGON EXPANSION

## A CAT'S TALE OF TRIPLE TROUBLE CAMPAIGN RULEBOOK

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With additional thanks to 8-hive Associates Ltd.




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# RUNESCAPE® KINGDOMS

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### A CAT'S TALE OF TRIPLE TROUBLE CAMPAIGN RULEBOOK



### Introduction

*Runescape Kingdoms: King Black Dragon Expansion* enhances your *RuneScape Kingdoms* experience with a new skill, campaign, area and boss. Supplement your abilities with the unique Prayer skill, work with Bob the Cat to traverse the Wilderness and face down the mighty King Black Dragon.

### How To Use This Expansion

When playing *RuneScape Kingdoms: Shadow of Elvarg*, you can add individual elements from this expansion to play with as you choose. You can add some elements and not others, or all of them together. The following sections will explain how to add the Prayer skill, Bob the Cat, and the Wilderness game board to play alongside your *Shadow of Elvarg* campaigns.

When playing the A Cat's Tale of Triple Trouble campaign, all of these elements are used together.

Please note that a copy of *RuneScape Kingdoms: Shadow of Elvarg* is required in order to play this expansion.

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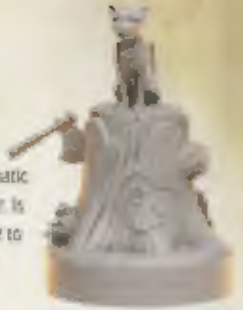
# COMPONENTS

**King Black Dragon (1)**
King Black Dragon is the main boss you'll encounter at the end of the A Cat's Tale of Triple Trouble campaign.



**Bob the Cat (1)**
Bob the Cat is an enigmatic non-playable character. Is he here to help, or just to amuse himself?

**Bob the Cat Cards (1)**
This card lists the abilities of Bob the Cat and how the adventurers can enlist his aid.

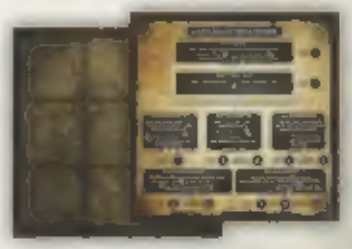
**Prayer Reference Cards (5)**
These cards list the additional abilities granted to each adventurer by the prayer skill, and the new Pray bonus action.

**Prayer Skill Cards (5)**
These cards track the Prayer skill level, experience and tokens for each adventurer.

**Prayer Tokens (16)**
These double-sided tokens mark how many times each adventurer can use Prayer abilities.

**Vault Cards (51)**
Additional vault cards for the A Cat's Tale of Triple Trouble campaign.

**Region Map (1)**
A double-sided extension to the game board representing the Wilderness, where players will place miniatures and tokens on the three new regions.



**Campaign Board (1)**
The campaign board details the A Cat's Tale of Triple Trouble campaign. The campaign culminates in a boss battle fought on the reverse side.

**Side Quest Cards (4)**
These cards indicate how to start a side quest, and explain what the adventurer needs to do to complete it.

**Event Cards (4)**
These cards detail some random events that may occur while adventuring.

**Danger Card (1)**
These cards explain the unique dangers of the A Cat's Tale of Trixie Trouble campaign.

**RuneScape Tokens (5)**
Used for various effects over the course of your campaign.

**Condition Tokens (40)**
Gained when your adventurer suffers a Burn, Freeze, Poison or Shock effect.

**Danger Tokens (10)**
These measure unique threats in each campaign, which deepen as they progress.

**Connection Tokens (2)**
These tokens mark the regions on the main map board from which adventurers can travel to the Wilderness.

**Exploration Cards (8)**
These cards represent the encounters that occur while exploring the Wilderness.

**Escalation Cards (3)**
These cards show the escalating threat of King Black Dragon.

**Behaviour Cards (5)**
These cards represent the unique fighting style of King Black Dragon.

**Terrain Cards (8)**
These cards represent the unique features of the King Black Dragon boss fight.

# PRAYER SKILL

The Prayer skill allows adventurers to use special abilities that can affect the outcome of skill tests they are making using their other skills.

The Prayer skill can be added alongside the campaigns in *RuneScape Kingdoms: Shadow of Elvarg* and other *RuneScape Kingdoms* expansions.

To set up the Prayer skill, each player collects one Prayer skill card and one Prayer reference card, then places a token RS in the 1 slot of the skill card and a Prayer token on the first Prayer token slot, as shown below.

1. **XP slots** – space to track the adventurer's current XP in Prayer.
2. **Level slots** – space to track the adventurer's current skill level in Prayer.
3. **Prayer token slots** – These have two sides, one for when they are active and one for when they are inactive.

4. **Token: RS** – token to track current skill level
5. **Active Prayer Token** – an active Prayer token



## Gaining Prayer Skill Levels

When an adventurer gains an XP in Prayer, place an XP token in one of the XP slots on their skill card. If both slots are already filled, remove all the XP tokens and increase the skill level by one instead.

To increase the Prayer skill level, move the token RS to the next level slot. After a token RS moves to the 10 slot, the next time the adventurer levels up in Prayer, they take a new token RS and place it on the 1 slot. The adventurer's Prayer level is 10x the number of tokens stacked on the 10 slot, plus the number on the slot of the new token. The Prayer skill can be levelled up to a maximum of 99.

## Gaining Prayer Tokens

At level 1, adventurers have access to a single Prayer token and a single ability, and will gain access to more prayer tokens and abilities as their Prayer skill level increases, gaining a second of each when they reach Prayer level 4, and a third at level 7 before gaining one final ability at level 10, but no additional token. When an adventurer gains a new Prayer token, it is placed on the skill card in the corresponding slot, with the active side facing up.

## Using Prayer Tokens

When an adventurer takes a skill test for any other skill, they may exhaust one or more active Prayer tokens by flipping it to the inactive side, gaining one of the abilities detailed on the front of the Prayer reference card for each token they exhaust.

An adventurer cannot use the same Prayer ability more than once while taking the test and cannot use any Prayer abilities if they do not have any active Prayer tokens.

1. **Prayer Level** – level at which the ability can be used
2. **Special abilities** – each ability gives adventurers unique bonuses.

Prayer abilities cannot be used if they exceed the adventurer's skill level in prayer.

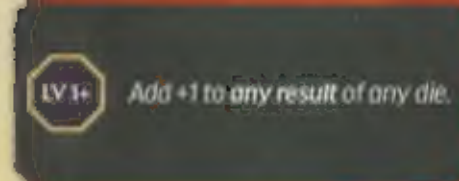
## XP

When an adventurer uses one or more Prayer abilities to affect a skill test, they gain an XP in Prayer instead of the skill being tested, regardless of the outcome.

## Re-Activating Prayer Tokens

To refresh prayer tokens, an adventurer must perform the Pray bonus action detailed on the reverse of the Prayer reference card. If they are successful, they may flip one of their Prayer tokens to the active side for each success.

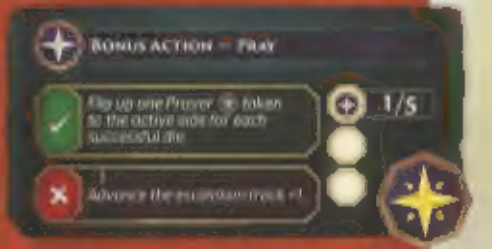
## Prayer Abilities Example




Kate takes a Melee skill test with difficulty 7 and rolls two 6's, just missing out on passing it. She decides to spend her Prayer token to increase the result of one of the dice to a 7.

This allows her to pass the skill test. She now gains an XP in Prayer instead of Melee. Now that Kate has no active Prayer tokens, she could not use any prayer abilities, so she uses her bonus action to Pray.

Since she is not in Edgeville or Rimmington, she must discard a meat or fish token, then test her prayer. She passes, gaining another XP in prayer and flipping her prayer token back to the active side.




### Rerolls

Rerolls are performed immediately after the original roll. The same dice can never be rerolled more than once.

## THE WILDERNESS

The Wilderness is a new area, which plays a significant part in the Cat's Tale of Triple Trouble campaign, but can also be added to the game during the *RuneScape Kingdoms: Shadow of Elvarg* and other *RuneScape Kingdoms* expansion campaigns.

To do so, place the Wilderness board beside the map. Then take the connection tokens placing them in Black Knights' Fortress and Varrock, as shown. A region with a connection token is considered to be adjacent to the corresponding region on the Wilderness board, as if they shared a travel path. Black Knights' Fortress is adjacent to Dark Warriors' Fortress, and Varrock is adjacent to Chaos Temple.

The Wilderness Regions are Graveyard of Shadows, Chaos Temple, or Dark Warriors' Fortress.

Now take the Wilderness exploration cards and place them beside the other exploration decks.

The Wilderness does not have a capital region.

**BEWARE**

The Wilderness can be a dangerous place for low level adventurers.

1. The Wilderness Region Map
2. The Wilderness Exploration Deck
3. Connection Tokens

## BOB THE CAT

Bob the Cat can be added to any of the campaigns in *RuneScape Kingdoms: Shadow of Elvarg* and other *RuneScape Kingdoms* expansions. To do so, collect the Bob the Cat card and place it where each player can see. Then place the Bob the Cat miniature in Taverley.

Bob can benefit adventurers in a number of ways, as detailed on his card.

Interacting with Bob does not use an action or bonus action, and can be done multiple times in the same turn.

In the A Cat's Tale of Triple Trouble campaign you'll need Bob to progress through various quests. You'll need to keep Bob out of harms way or you will not be able to gain any of the additional dragon-slaying equipment. So whatever you do, try and keep Bob around for as long as you can!

# CAMPAIGN

*The kingdoms are at peace. With Elvarg slain and other threats curtailed, there is finally time to venture beyond the borders of Misthalin and Asgarnia, where a certain distinguished black cat waits for you...*

## CAMPAIGN 5 – A CAT'S TALE OF TRIPLE TROUBLE

The A Cat's Tale of Triple Trouble campaign can be played directly after finishing the Dragon Slayer campaign, or as a standalone campaign.

If players are not continuing directly from the Dragon Slayer campaign, we recommend checking your adventurer's skill levels against the guide in the next section, and adjusting them appropriately.

### NEW ADVENTURER GUIDE

Players can enter the game by collecting a character sheet, selecting one of the adventurer miniatures not already being used, and placing it on the map, in a capital region without any other adventurers in it. They collect three GP and three different resources of their choice.

Now collect a Recipe Book card and search the item deck, choose one of the starting equipment cards and place it in the adventurer's inventory. Next, shuffle the item deck and add the top two cards from it to their inventory. They may now upgrade up to two upgradable equipment cards in their inventory, as if they had passed the test detailed on them.

New adventurers now set each of their skills to level one, and gain additional skill levels depending on the total number of adventurers:

1 38 2 32 3 28 4 24 5 20

Prayer cannot be levelled above 3 and no other skill can be levelled above 9 as a result of this.



### SETUP – STAND ALONE CAMPAIGN

If players have not continued directly on from the Dragon Slayer Campaign, follow the instructions in the Setting Up section on page 14 of the *RuneScape Kingdoms: Shadow of Elvarg* rulebook.

In addition, search the exploration decks and remove any cards with the , or icon. Replacing them with vault cards 55, 56, 57, 88, 89, 90, 131, 132, 133 and 134, which can be found in the remainder of the vault cards.

Now follow the instructions below.

### CONTINUING FROM DRAGON SLAYER

- Place the King Black Dragon vault deck, numbered E1-E50, near to the Shadows of Elvarg vault deck, face down. Do not combine them.
- Replace vault card 52 (Dragon Pickaxe) with the alternate version of it included in this expansion.

- Take the side quest cards with the King Black Dragon icon and add them to the side quest deck. Adventurers may accept a new side quest now.
- Shuffle the King Black Dragon event cards into the event deck.
- This campaign uses the King Black Dragon escalation deck. Replace any escalation cards in play with it.
- Place the King Black Dragon campaign board in the playing area. Place the The Hunter danger card in the slot on the campaign board and read it aloud.
- The Prayer skill, Bob the Cat, and Wilderness must be added to the game, as described in previous sections.
- When setting up the Prayer skill, one adventurer begins with 7 levels in it. Any other adventurers begin with 3 levels in the Prayer skill.
- When everyone is ready, draw and resolve the top card of the escalation deck.

## King Black Dragon — Boss Fight Part 2

*Eager to slay your second dragon in as many quests you charge into a lair of black stone and fire. Your confidence is short-lived. Before you three pairs of glowing eyes blink in the darkness.*

*A gigantic beast emerges from the shadows, with three snarling heads, each one filled with teeth capable of rending the strongest armour to nothing. The heads rear unleashing torrents of flames of poison mist, freezing ice and devastating lightning. You are not prepared for this fight.*

*The glistening scales of the walking mass of claw and fang deflect your weapons as if they were made of paper. The Antidragon Shield provides only a fraction of the defence it did against Elvarg's flames. Your lungs choke on poison flames lick your skin and singe your hair, and your body is jolted by lightning. You fall to your knees... and awaken in a graveyard with a rather smug looking Bob sitting atop your gravestone.*

Place all adventurers in the Graveyard of Shadows.
Collect Vault Card E3

## King Black Dragon – Boss Fight Part II

Armed with powerful equipment, prayers and, most importantly, a determination to overcome the challenges ahead, you stand before King Black Dragon once more.

> Remember to resolve the effects of any conditions (tokens) the adventurers have gained!

### Setup

- Collect the 5 King Black Dragon behaviour cards and the 9 terrain cards.
- Flip the King Black Dragon board to the boss fight side.
- Place the terrain as shown, then place the King Black Dragon figure in the space shown.
- Place the remaining adventurers in different spaces [illegible].

  King Black Dragon begins the fight with 20 hitpoints.
- Set up the initiative track to begin the first [illegible].

### [illegible]

Acknowledging you are a worthy foe, the King Black Dragon [illegible] his remaining strength to bring the fight to its climax.

Each adventurer in the same space as King Black Dragon gains a [illegible] token.

Each adventurer in a space adjacent to King Black Dragon gains a [illegible] token.

Each other adventurer gains a [illegible] condition token.

### When King Black Dragon is Defeated

Flames of ice and fire flicker and die as King Black Dragon collapses, wounded badly. You stand over the slumped body of the greatest foe you have faced yet. Victory!

The campaign is complete!

Bob was removed from the map by the danger effect: read ending 1. Otherwise, read ending 2.

### Defeat

You hurriedly retreat as dragonfire billows, raining [illegible] blocks of rock and lava, now newly making your escape.

To try the boss fight again, reset the battleground and boss hitpoints, following the original instructions. Set the party health to their starting HP (see page 31 of the Shadows of Elvarg guidebook). Each adventurer gains three XP, allocated as they wish, and may re-equip.

## Conditions

During this expansion's boss fight, adventurers can be afflicted with up to four different conditions: Burn, Poison, Freeze and Shock.

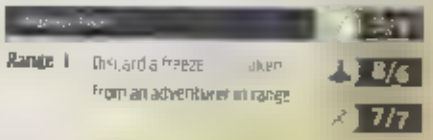
When an effect causes an adventurer to gain a condition token, place one of the corresponding tokens beside their miniature. Keep it beside them as they move to keep track of which conditions they have. Each condition has a different effect, as detailed below, and can only be discarded if a rule says so specifically. An adventurer can only have one of each condition token at any one time.

**Burn** At the end of the round, suffer 2 wounds and place the token on a different adventurer in the same space if possible. Otherwise it is discarded. Each burn token can only wound one adventurer each round.

**Poison** At the end of the round, suffer 1 wound.

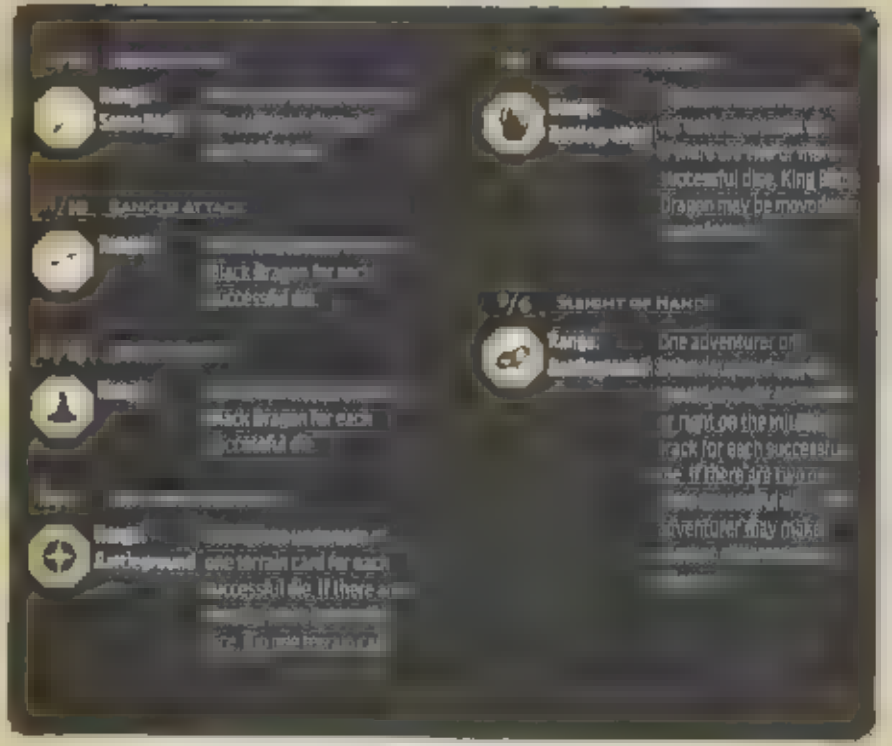
**Shock** This adventurer always treats their skill level as being lower than the rest level of any skill test they take. Discard this token when the adventurer passes a skill test.

**Freeze** During their turn, this adventurer cannot move. The next time this adventurer suffers a wound from a boss behaviour card, the token is discarded. While at least one adventurer has the freeze condition, any adventurer can take the following skill test instead of performing a combat action.






## Combat Actions



# ENDINGS

## Ending 1 – Bob's Not Dead!

*As you deal the final blow to the wounded King Black Dragon, a shaak shape appears at the entrance to the lair – Bob the Cat!*

*"It's a magnificent feat you have achieved here today, adventurers. Alas, had I arrived earlier I could have stayed your final blow, for this was not the true threat I have spoken of. No matter. In time, I believe your dragon slaying skills must be called upon again to stand against a dragonkin threat greater than any Gielinor has faced in an age... until that day, I am glad to call you friend, but I must go back into hiding. A sinister force hunts me from the shadows – I recently had a narrow escape from this enemy's blade! They hunt me still...*

*Farewell for now, noble adventurers..."*

## Ending 2 – Dark Tidings

*As you prepare to deal the final blow, a small, black shape appears at the entrance to the lair – Bob the Cat!*

*"Stay your hand adventurer. This is a kill you have surely earned, but King Black Dragon is no threat to Gielinor. Now that he has been bested, you will have his respect... and you may need an ally in the true fight to come. An evil Dragonkin, Zorgoth, plots to destroy all we hold dear, and one day he must be challenged...*

*In time, I will call upon your skills again, but for now you may see me here and there across the Kingdoms, where I will greet you as a friend."*

## A Cat's Tale of Triple Trouble Set Up Example

1. The Wilderness Region Map
2. The Wilderness Exploration Deck
3. Connection Tokens
4. A Cat's Tale of Triple Trouble Campaign Board and Danger Card
5. A Cat's Tale of Triple Trouble Vault Deck
6. Bob the Cat Card
7. Prayer Skill Cards
8. Prayer Reference Cards
9. Prayer Tokens
10. Bob the Cat

## Conditions Table

**Burn** At the end of the round, suffer 2 wounds and place the token on a different adventurer in the same space, if possible. Otherwise it is discarded. Each burn token can only wound one adventurer each round.

**Poison** At the end of the round, suffer 1 wound.

**Shock** This adventurer always treats their skill level as being lower than the test level of any skill test they take. Discard this token when the adventurer passes a skill test.

**Freeze** During their turn, this adventurer can't move. The next time this adventurer suffers a wound from a boss behaviour card, the token is discarded. While at least one adventurer has the freeze condition, any adventurer can take the following skill test instead of performing a combat action.

**Break Free** 5/9 8/6 7/7

**Range: 1** Discard a freeze token from an adventurer in range.



## Notes

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